

## CLAIMS

1. A method of object model analysis, comprising the steps of:  
comparing an object model with a plurality of predefined object models; and  
5 on the basis of said comparison, generating a set of weight values expressing the received object model as a weighted sum of the plurality of predefined object models.
2. A method of object model generation, comprising the steps of:  
obtaining and/or storing a set of weight values expressing a first object model of a  
10 first type as a weighted sum of a plurality of predefined object models, each of the first type; and  
applying the set of weight values to a plurality of predefined models of a second type to generate an output object model of the second type corresponding to a weighted sum of the predefined models of the second type.
- 15 3. A method of object model analysis and generation, comprising the steps of:  
comparing an object model of a first type with a plurality of predefined object models, each of the first type;  
on the basis of said comparison, generating a set of weight values expressing the  
20 received object model as a weighted sum of the plurality of predefined object models of the first type; and  
applying the set of weight values to a plurality of predefined object models of a second type to generate an output object model of the second type corresponding to a weighted sum of the predefined models of the second type.
- 25 4. A method of obtaining an object model, comprising the steps of:  
transmitting information relating to a first object model of a first type to an object model server; and  
receiving from the object model server an output object model of a second type  
30 generated by applying a set of weight values to a plurality of predefined object models of a second type, the output object model of the second type corresponding to a weighted sum of the predefined models of the second type.

5. A method according to claim 4, wherein the transmitted information is a set of weight values expressing the first object model of the first type as a weighted sum of a plurality of predefined object models, each of the first type.
- 5 6. A method according to claim 4, wherein the transmitted information is the first object model itself.
7. A method according to any of claims 2 to 6, and further comprising displaying to a user the first object model of the first type simultaneously with the output object model of  
10 the second type.
8. A method according to any of the preceding claims, wherein the object models of the first type are avatars.
- 15 9. A method according to any of the preceding claims, wherein the object models of the second type are clothing models.
10. A method according to claim 9 when dependent upon claim 8, wherein the clothing models are models of clothing garments in the shape which the garments would  
20 assume when applied to the avatars.
11. A method according to any of the preceding claims, wherein the object models of the first or second type each comprise a plurality of co-ordinates representing vertex points in a virtual space.  
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12. A computer program so arranged such that when executed on a computer it causes the computer to perform the method of any of claims 1 to 11.
13. A computer readable storage medium arranged to store a computer program  
30 according to claim 12.
14. A system for object model analysis, comprising:  
object comparison means for comparing an object model with a plurality of predefined object models; and

weight generation means for, on the basis of said comparison performed by said object comparison means, generating a set of weight values expressing the received object model as a weighted sum of the plurality of predefined object models.

5 15. A system for object model generation, comprising:

means for obtaining and/or storing a set of weight values expressing a first object model of a first type as a weighted sum of a plurality of predefined object models, each of the first type; and

10 model generation means arranged in operation to apply the set of weight values to a plurality of predefined models of a second type to generate an output object model of the second type corresponding to a weighted sum of the predefined models of the second type.

16. A system for object model analysis and generation, comprising:

15 object comparison means for comparing an object model of a first type with a plurality of predefined object models, each of the first type;

weight generation means for, on the basis of said comparison performed by said object comparison means, generating a set of weight values expressing the object model as a weighted sum of the plurality of predefined object models of the first type; and

20 model generation means arranged in operation to apply the set of weight values to a plurality of predefined object models of a second type to generate an output object model of the second type corresponding to a weighted sum of the predefined models of the second type.

25 17. A system for obtaining an object model, comprising:

transmission means for transmitting information relating to a first object model of a first type to an object model server; and

30 receiver means for receiving from the object model server an output object model of a second type generated by applying a set of weight values to a plurality of predefined object models of a second type, the output object model of the second type corresponding to a weighted sum of the predefined models of the second type.

18. A system according to claim 17, wherein the transmitted information is a set of weight values expressing the first object model of the first type as a weighted sum of a plurality of predefined object models, each of the first type.

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19. A system according to claim 17, wherein the transmitted information is the first object model itself.

5 20. A system according to any of claims 15 to 19, and further comprising display means for displaying to a user the first object model of the first type simultaneously with the output object model of the second type.

21. A system according to any of claims 14 to 20, wherein the object models of the  
10 first type are avatars.

22. A system according to any of claims 14 to 21, wherein the object models of the second type are clothing models.

15 23. A system according to claim 22 when dependent upon claim 21, wherein the clothing models are models of clothing garments in the shape which the garments would assume when applied to the avatars.

24. A system according to any of the preceding claims, wherein the object models of  
20 the first or second type each comprise a plurality of co-ordinates representing vertex points in a virtual space.